NES-6B-USA

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PARKER BROTHERS REAL ESTATE TRADING GAME

INSTRUCTION BOOKLET
&
OFFICIAL MONOPOLY™ RULES

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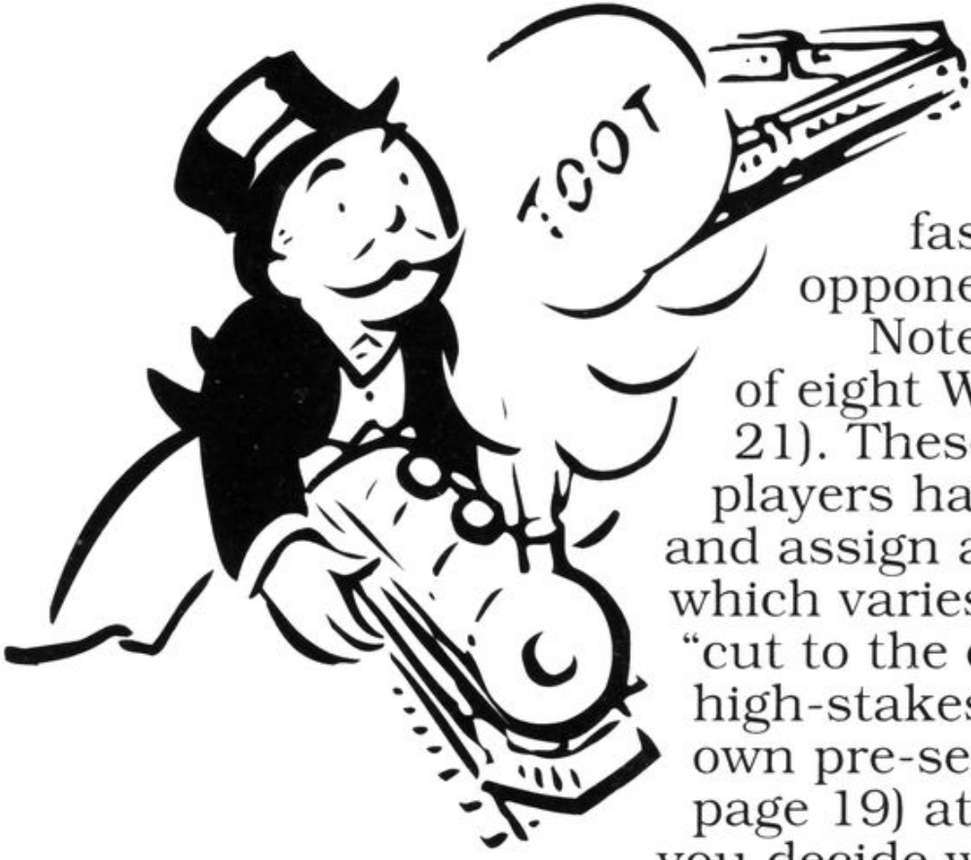
Parker Brothers' MONOPOLY® Real Estate Trading Game was presented to Parker Brothers during the Depression by Charles B. Darrow of Germantown, Pennsylvania. Darrow had made the first games by hand, given them to friends and sold a few through a Philadelphia department store. But as demand grew, he could not keep up with the orders and arranged for Parker Brothers to acquire the rights to the game in 1935.

Since then, it has become the leading proprietary game not only in the United States but throughout the Western world. It is published under license in 32 countries and in 23 foreign languages!

This Nintendo Entertainment System® version of the MONOPOLY game conforms to all the rules of the board game and some of the rules used in tournament play. The beauty of this version is that the computer acts as the Banker and takes care of all the accounting and money managements tasks — which speeds up play and prevents mathematical errors in the High Finance Department!

Players are advised to read the Basic MONOPOLY Game Rules at the back of this book to learn — or refresh — the basics. Then play a test game consisting of human players only while you



familiarize yourselves with the particulars of play on the Nintendo Entertainment System. Then you'll be ready to play against the eight fast-playing, sometimes-ruthless computer opponents.

Note, too, that we've created a special series of eight Wheel and Deal pre-set games (see page 21). These four-player game setups assume that players have already acquired certain properties and assign all players a certain amount of cash, which varies from scenario to scenario, so they can "cut to the chase" and begin the game at the high-stakes trading level. You may also create your own pre-set game by selecting "Game Editor" (see page 19) at the beginning of the game; this way, you decide who gets what.

Before you begin: *While the computer does keep track of all properties, and this information is always available on-screen, some players may wish to hold onto their own Title Deed "Cards." The color poster packed in the game has Title Deeds printed on it: You may cut these apart and keep them in front of you as you play.*

HOW TO USE THE CONTROLLER

START Button... To begin the game

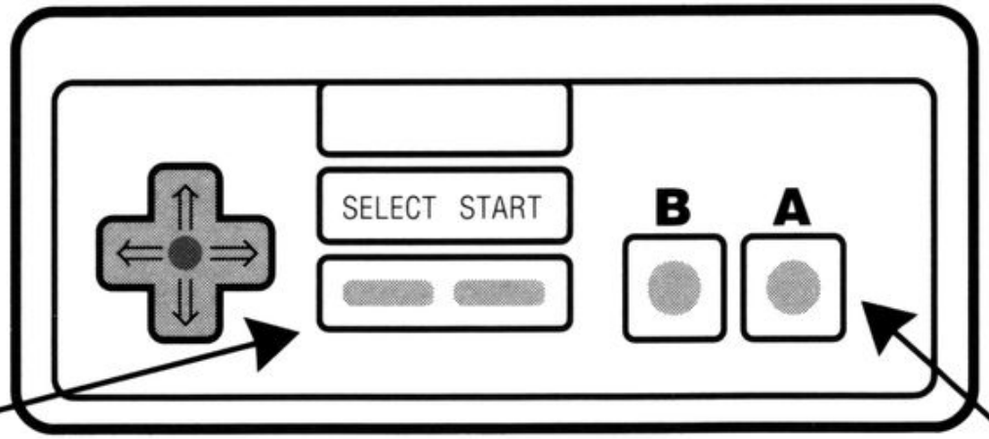
SELECT Button... To call up the Main Menu

A Button... To confirm and enter all selections; to buy un-owned property you land on; to move from the Main Menu to one of the Sub-Menus; to exit from Community Chest and Chance card screens

B Button... To send a property to auction; to exit a screen or menu selection

UP/DOWN/LEFT/RIGHT Arrows... To move and scroll around the screen to numbers, letters, tokens, options

NOTE: *There will be brief instructions and reminders on screen while you're playing.*



SELECT
To bring up Main Menu

A BUTTON
To confirm and enter; to move to Sub-menus

TO START A GAME

1. Hit START to begin.

2. HOW MANY PLAYERS?... The computer will default to 2 players. You can play with from 2 (you and one computer opponent, or you and another human) to 8 players. Use the Arrows to select the number of players, then hit the A Button to confirm the number. Move to "OK" and hit A to confirm.

3. IS THIS A HUMAN (H) OR COMPUTER (C) OPPONENT?... If Human (H), hit A to confirm. If Computer (C), move to "C," then hit A to confirm. Move to "OK," then hit A to confirm. Your rogue's gallery of possible opponents will appear (see page 10). Use the Arrows to move from portrait to portrait; hit the A Button to select each rival.

4. ENTER NAME... Use the Arrows to move the cursor to the first letter of the player's name, then hit the A Button to confirm that letter. Continue until you have spelled out the player's name, then use the Arrows to move to "OK," then hit the A Button to confirm. (Use the <— at the bottom to backspace and "erase" a letter to change the spelling; use the —> to add a space, as in Mary Lou.)

5. TOKEN... Use the Arrows to scroll to the Token you want, then press A to make your selection. (Computer opponents pick their own tokens immediately, so enter the human players first so they can pick their own.)

There are a total of 8 tokens to choose from: *HAT, HORSE, IRON, THIMBLE, DOG, WHEELBARROW, CAR, SHOE.*

6. Repeat steps 3, 4 and 5 for all remaining players.

7. TIME LIMITS... Press A to play an unlimited game without time limits. Or press B to play a short game: use the Arrows to select how long you want to play; hit A to confirm. Move down to "Timer OK" and hit A to confirm. When the time in a limited game expires, the game will automatically and immediately end and the winner will be displayed. If the time limit is not established at the start of the game, it can be set later (see "Timer," page 18).

The Deal... If you have selected a short game, the computer will ask if you want it to randomly deal out two Title Deed cards to each player so you don't spend time acquiring property, but get into the wheeling and dealing sooner. Press A if you want it to deal. You may deal other Title Deeds yourself by selecting Game Editor (see below and page 19). To skip this function, press B to leave the cards with the Bank.

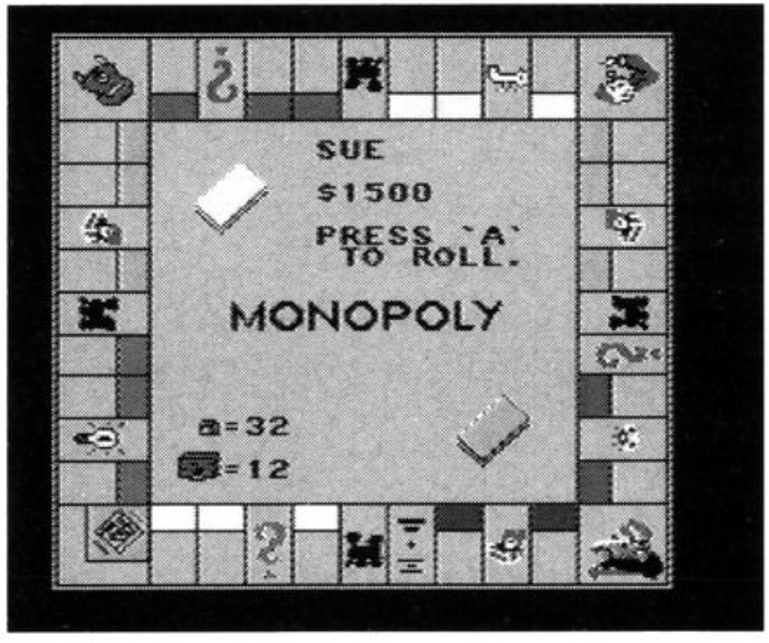
8. START or GAME EDITOR?... Press A to start the game immediately. Your alternative is to press B to bring up "Game Editor," which allows you to pre-assign cash, properties, tokens, houses, and hotels to all the players, thus setting up your own game "scenario," and then hit A to confirm your selections. See "Let's Wheel and Deal!" (page 19) for details on this and the already-programmed games you may choose.

9. WHO GOES FIRST?... The computer randomly picks who goes first and that player's name appears on the first screen. Press A to start the game.
NOTE: *Your cash on hand will always be displayed at the start of your turn.*

10. ROLL THE DICE... Now it's time to play! The first player presses A to "roll" the dice; the token will automatically move the number of spaces indicated by the dice.

"ILLEGAL MOVES"... You can't get away with any shady dealings! Whenever you try to make a move that does not follow the official MONOPOLY rules, the computer will let you know! The move will not be carried out, and play will resume at the point before the illegal move was attempted.

Ready to roll!



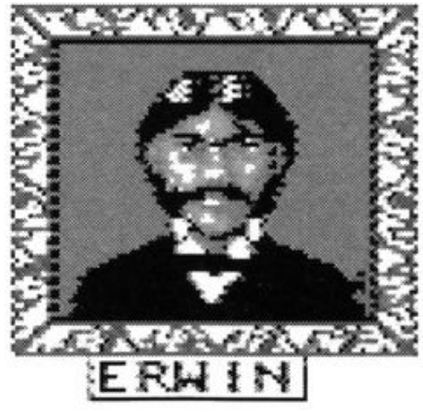
WHO ARE THE COMPUTER OPPONENTS? Some clues...

Arthur... A self-made, rags-to-riches millionaire. Growing up in a North Carolina orphanage, he learned the value of a dollar early and never forgot it! He made his first fortune on the New York docks and has never lost his hard-bargaining ways.

Gertrude... The widow of a wealthy New England banker, Gertrude lives frugally and protects her investments wisely. Although she has a generous nature, she has a sharp mind and knows when someone's taking advantage of her.

Erwin... This hustler from the wrong side of the tracks runs a half-way house for ex-cons; he says it's a charitable venture, but it's really quite profitable. Erwin disdains living cheaply, and sometimes he's a little too loose with small change.

Maude... Maude's father is Daddy Graham V. Park, one of the richest tycoons in the land. She's always lived in the lap of luxury and can't imagine any other way of life. Her sly good looks and amiable charm have always kept her in diamonds, and she wastes money shamelessly.



Carmen... From her start waitressing tables in South America, Carmen earned enough to buy a rail ticket to the U.S. She had a few hard knocks in the midwest before learning how to hold her own in negotiations. She's a quick learner who never makes the same mistake twice, and a good worker. She's got a future ahead of her.

Isaac... Isaac's still young, so he has to learn to temper his ambitions. He likes to read and play chess, and dislikes clanking machinery. He's most at home sipping lemonade on the porch with his parents.

Penelope... A sweet girl with a trusting heart, Penelope's biggest thrill was being elected high school prom queen in Atlantic City. She dislikes rough men and especially dislikes having to travel by Erwin's half-way house.

Ollie... Ollie's a good-natured man who just can't seem to hold onto his money. There's always someone who needs it more than he does, and he just can't say no. Also, he occasionally likes to splurge for a big night out on the town, and his taste runs to the glitzy part of the city. His friends tell him he should settle down, but he says he'll always be a drifter.

BUYING AND AUCTIONING PROPERTIES

TO BUY... When your token lands on an unowned piece of real estate, press A to buy it immediately. If you need to raise money to buy what you landed on, see "Mortgage" (page 15). To view all of the property's Title Deed card information, use the Arrows to reveal it a few lines at a time; to display the entire card, see "Deeds," (page 17.)

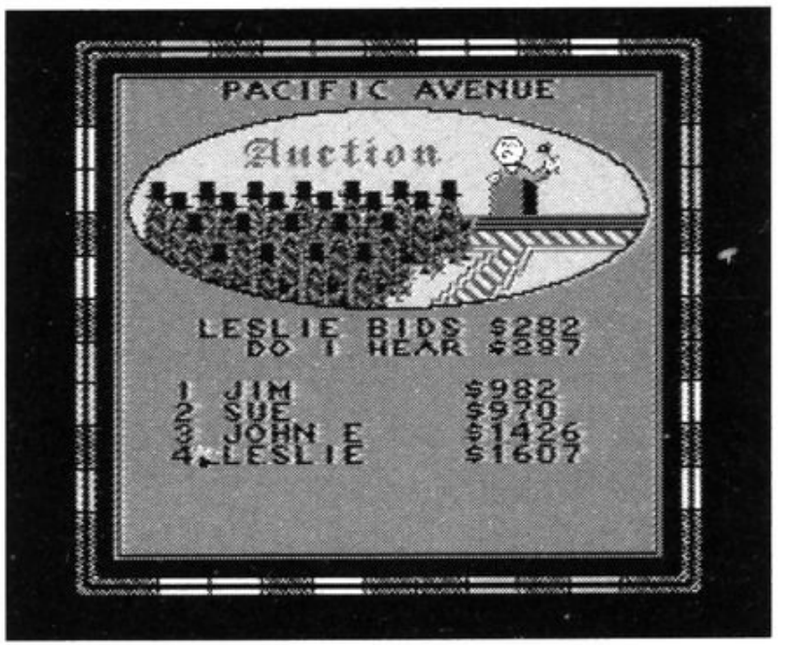
If you don't want to buy the property, press the B Button to send it to auction, where all players may participate if they wish.

If you have a "Get Out of Jail Free" card, it will show up here. To use it, push SELECT to raise the Main Menu. See page 18.

Some of the names of the properties shown on the board are abbreviations. Check the "Title Deeds" on the poster if you're not sure what they stand for.

TO BID AT AUCTION... The computer auctioneer will run the auction and determine what the bids will be. To bid, use the Arrows to pick your name, then press the A Button to confirm that you will accept the bid the auctioneer has asked for. The auctioneer will flash "Going, going, going..." and if no one else jumps in to bid, it will be "SOLD!" to the highest bidder.

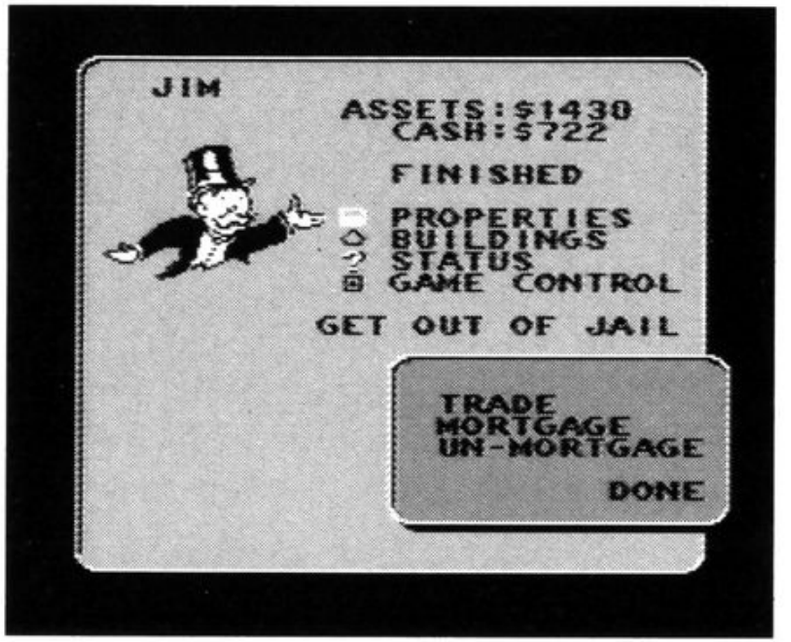
The computer won't let you bid more cash than you have on hand, so you'll have to Mortgage properties during the auction to raise some quick cash (see page 15). After the auction, hit A to return to the board.



Move the Arrow to your name; hit A to accept the auctioneer's bid.

MAIN AND SUB-MENUS

- Hit Select to bring up the Main Menu.
- Use the Arrows to move between selections.
- Hit the A button to move to the Sub-menu.
- Hit B or "Done" when you're through.



Point Rich Uncle Pennybags at your Main selection.
Hit A to bring up the Sub-menu.
If you are in Jail, "Get Out of Jail" will appear.
Select it and push A to get out!

Properties

TRADE...When the pink screen appears, use the Arrows to pick your trading partner; hit A to confirm. (The other player can refuse your offer!) Use the Arrows to pick what you want to do; hit A to confirm your selection.

Cash... How much money you're putting into, or want from, the deal

Offer... Use Arrows to scroll, then hit A to select the properties you want to offer in the trade

Remove... To delete a property from the proposed deal

Yes... If you accept the deal

No... If you don't!

Quit... To exit the Trade screen

Example: (Left) *Sue offers Jim Pacific in exchange for Oriental and Connecticut; she hits Yes to present the deal.* (Right) *Jim is interested, but wants her to sweeten the deal by adding Illinois, and he'll throw in Atlantic and $200; he hits Yes to present this counter-offer. Sue agrees and will hit Yes to make the deal.*

MORTGAGE... Use the Arrows to move to different properties you own and display their Title Deed cards; the mortgage value is displayed halfway down. Press the A Button to select it, or press B to exit if you have decided not to mortgage anything. The bank will pay you 50% of a property's overall worth.

UN-MORTGAGE... Follow the above procedure to chose the property you wish to pay off; enter your selection, and the transaction will occur automatically. Your money will be debited for the value of the mortgage plus 10% interest.

Buildings

Note: *The number of Houses and Hotels left in the Bank and available for sale appears on the main screen at the beginning of each player's turn. Watch out for impending shortages!*

BUY: HOUSES & HOTELS... Select the "Buy" option for either HOUSES or HOTELS, then press the A Button to confirm. Use the Arrows to move around the board, and see the Title Deed cards for the properties you own; when you reach the one you want to build on, press A. On the next screen, use the Arrows to enter the number of HOUSES (or HOTELS) you want to buy. Hit A to confirm.

NOTE: *The computer places the buildings on the appropriate property.*

Does Anyone Else Want to Build?... At this point, other players may jump in and purchase houses or hotels for their own properties by pressing the B Button. *This is very important if there is a potential building shortage.* Each player tells the computer how many they want. If there is a shortage, the computer will automatically start an auction for *each* available house/hotel.

The first player to bid and those thereafter use the Arrows to select their token, then press the A Button to enter. The auction will follow the usual procedure (see page13); the highest bidder wins.

SELL: HOUSES & HOTELS...Follow the "Buy" instructions above.

Status

PORTFOLIO... Gives you the name of all properties you own. By pressing the Arrows, you may also see which properties your opponents own.

ASSETS... Similar to Portfolio, except you see the properties grouped by color, rather than by name. This allows you to quickly see who has a Monopoly, and what properties are remaining. (If you wish, clip the Title Deed "cards" from the poster included with this game, and keep them in front of you.)

DEEDS... To look at all the deeds on the board, including who owns the property and figure what a property is worth. When the Title Deed is displayed, you will see:

1. Ownership of the property
2. Number of houses/hotels and rent
3. Mortgage/Un-mortgage status

The game board will also be displayed with properties exhibited with their owners' tokens, the number of houses/hotels on the properties and the Mortgaged/Un-mortgaged status. Use the Arrows to move to the property you want to review. Press the B Button to exit.

BOARD... Shows you where you are on the board. To see where other players are, press the Arrows to reveal their positions one at a time. (This is particularly important when you are deciding where to build houses.) Hit B to quit.

SEQUENCE... Tells you the order of the players.

Game Control

TIMER... You may play the game in Timed mode, in which case this screen will tell you how much time is remaining, or if you are playing unlimited time, you may change to a timed game using this screen. (See page 8.)

HURRY/RELAX... To speed up or slow down the pace of the game.

COMPUTER/HUMAN.... To change a Computer player to a Human player, or vice versa, if somebody wants to enter or leave the game.

END GAME... To end the game for any reason. The computer will ask, "Are you sure?" Use the Arrows to answer "Yes," then press the A Button. The computer will declare the winner of the game and display all players' assets. You may then turn off the unit.

Get Out of Jail — Appears on Menu only if you are in Jail

Press SELECT to raise the Menu and use the Arrow to pick GET OUT OF JAIL. The computer will automatically use a "Get Out of Jail Free" card *if* you have one; if you don't, the computer will automatically deduct $50 and set you free! (Your alternative is not to go to the Main Menu but just hit A and *try* to roll doubles to get out.)

LET'S WHEEL AND DEAL!

Game Editor...

At the beginning of each game, hit A to start a regular game or hit B to bring up the "Game Editor" option. This allows you to go player-by-player to set cash and assign properties; then you will place houses and hotels before the first roll of the dice — so you begin right in the thick of things!

Note: *Each of the options marked with an * affects individual players; the computer will ask which player's "assets" you are designing. Repeat all *'d steps for each player as you go along, then place houses and hotels on the properties.*

Note: "*Load Prepared Game" pre-sets many of these options for you.*

FINISHED... Select and hit A to confirm. The game is ready to start.

SHOW BOARD... Shows position of houses/hotels and tokens. Use Arrows to switch token; hit B to quit.

*SET CASH... Use UP Arrow to raise and DOWN Arrow to lower how much cash each player starts with. Hit A to confirm.

*ASSIGN PROPERTIES... Use RIGHT Arrow to move around the board, hitting A to assign a property to that player; property values are not deducted from players' cash. Hit B to quit this option.

*PLACE TOKEN... Move LEFT or RIGHT to place each token where you want it to be at the game's official start. Hit A to confirm, then hit B to quit this option.

PLACE HOUSES... (You may do so only if you own all the properties in a particular color group.) Use Arrows to place token on any one of the properties in the color group where you want to place a building. Hit A. At the "Number of Buildings" screen, use the UP/RIGHT Arrows to fill in the number of houses you want to buy; if you change your mind, use the DOWN/LEFT Arrows to lower the number. Hit A to confirm. The computer will automatically distribute buildings evenly across all the properties in this color group.

PLACE HOTELS... If you've placed four houses on each property in a color group, you may replace the four with one hotel. (You cannot buy a hotel if there is a housing shortage; see page 29.)

LOAD PREPARED GAME...Use to load one of the eight pre-set games (see following page). Use Arrows to scroll through your choices. Hit A to select the one you want.

Pre-Set Games

These eight special game set-ups for four players assume you have already acquired the properties you see listed, and each player is given a certain amount of money — from $300 to $1500 depending on the game.

Note: *If there are just two players, the computer automatically combines the resources from Player 1 and Player 2, and Player 3 and Player 4. If there are three players, it deletes Player 4 entirely.*

Number 1 — The Big Boys

All players start with $1000

Player 1 Dark Blues
Dark Purples
Player 2 Yellows
Player 3 Reds
Player 4 Greens

Number 2 — Trader's Delight

All players start with $500

Player 1 Boardwalk
Pacific Ave.
Kentucky Ave.
Pennsylvania Railroad
St. James Place
Connecticut Ave.
Player 2 North Carolina Ave.
Ventnor Ave.
Water Works
Short Line Railroad
Indiana Ave.
St. Charles Place
Vermont Ave.
Mediterranean Ave.
Player 3 Pennsylvania
Atlantic Ave.
Illinois Ave.
Tennessee Ave.
Virginia Ave.
Baltic Ave.
Reading Railroad
Player 4 Park Place
Marvin Gardens
B&O Railroad
New York Ave.
Electric Company
States Ave.
Oriental Ave.

Number 3 — Even Steven

All players start with $1000

Player 1 Boardwalk
States Ave.
Kentucky Ave.
B&O Railroad
Baltic Ave.

Player 2 No. Carolina Ave.
New York Ave.
Reading Railroad
Indiana Ave.
Vermont Ave.

Player 3 Pacific Ave.
Illinois Ave.
Tennessee Ave.
Oriental Ave.
Pennsylvania Railroad

Player 4 Park Place
Short Line Railroad
Mediterranean Ave.
Ventnor Ave.
Virginia Ave.

Number 4 — Small Stuff

All players start with $500
All players start on Free Parking

Player 1 Light Blues
Utilities

Player 2 Light Purples

Player 3 Oranges

Player 4 Dark Purples
All Railroads

Number 5 — Money Isn't Everything

All players start with $300

Player 1 Light Blues
Greens
Short Line Railroad

Player 2 Light Purples
Reds
Both Utilities

Player 3 Oranges
Yellows

Player 4 Dark Purples
Dark Blues
All Railroads except Short Line

Number 6 — Short and Sweet

All players start with $500

Player 1 Greens with 4 houses
Player 2 Reds with Hotels
Player 3 Yellows with Hotels
Player 4 Light Purples with Hotels
Dark Purples with Hotels
All Railroads

Number 7 — Building Shortage

All players start with $1500

Player 1 Reds with Hotels
Dark Purples with 4 Houses each
All Railroads
Player 2 Yellows with 3 Houses each
Light Purples with Hotels
Player 3 Light Blues with Hotels
Oranges with Hotels
Both Utilities
Player 4 Greens with 4 houses
Boardwalk with 2 houses
Park Place with 1 house

Number 8 — It's a Start

All players start with $1500

Player 1 Indiana Ave.
New York Ave.
Pennsylvania Railroad
Player 2 Ventnor Ave.
Virginia Ave.
B&O Railroad
Player 3 Vermont Ave.
Pennsylvania Ave.
Reading Railroad
Player 4 Park Place
Baltic Ave.
Short Line Railroad

BASIC MONOPOLY™ GAME RULES

These are the traditional and internationally accepted rules for the board game, plus certain tournament rules. We have re-worded and revised some sections to reflect the fact that the game will be played on the Nintendo Entertainment System. The screen will indicate certain basic instructions as you proceed through a game.

OBJECT... To become the wealthiest player by buying, renting and selling property.

PREPARATION... Each player enters his/her name and selects a token on-screen. The computer Banker automatically allots each player $1500 from the Bank and keeps track of all other equipment.

BANKER... The computer will always act as Banker.

THE BANK... Besides its money, the Bank holds the Title Deed Cards and houses and hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and distributes their proper Title Deed cards, sells houses and hotels, and loans money when required on mortgages.

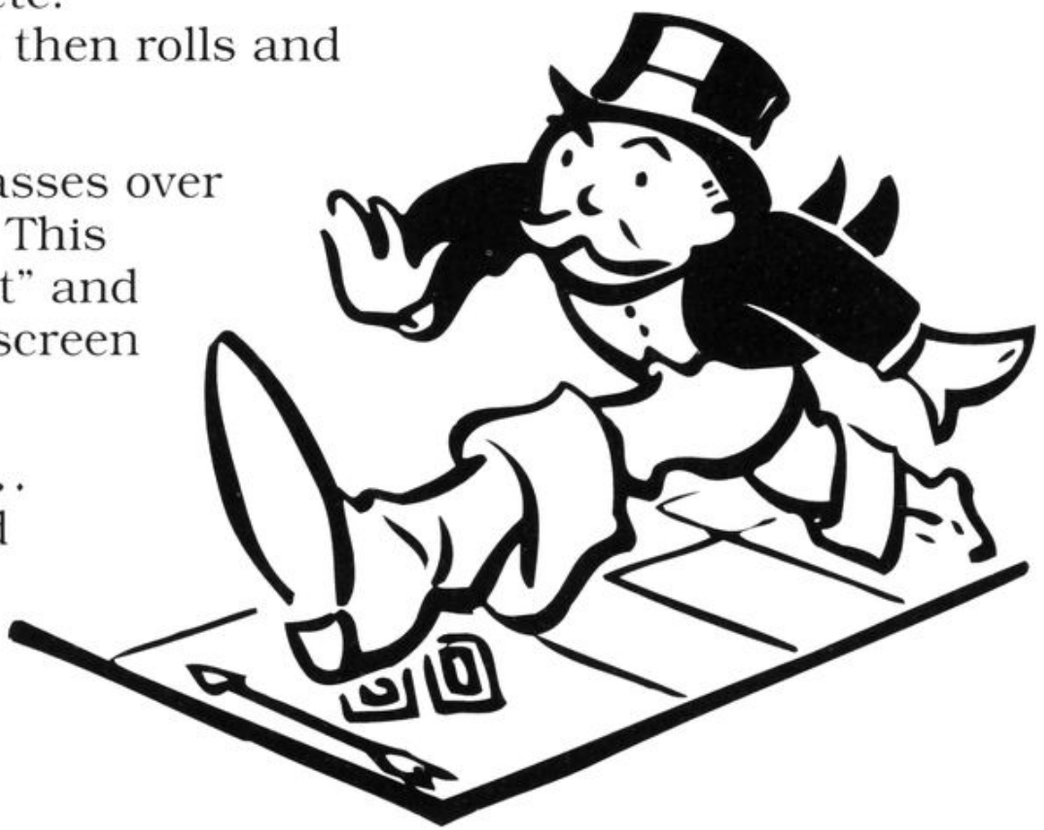
The Bank collects all taxes, fines, loans and interest and will buy back houses and hotels (at half price).

Note: *All of these functions are performed automatically by the computer.*

THE PLAY... The computer selects who goes first, and that player uses the A Button to "roll" the dice. The token is automatically moved that number of spaces along the board. After the play is completed, the turn passes to the next player. (The computer sets the order of play; to see the sequence of players, see page 17.) The tokens remain on the spaces occupied and proceed from that point on the player's next turn. One or more tokens may rest on the same space at the same time.

Depending on which space his token reaches, a player may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "GO TO JAIL," etc.

If a player throws doubles, he moves, then rolls and moves again.



GO... Each time a player lands on or passes over "GO," the Bank pays him $200 "salary." This amount is added to the player's "account" and the new total automatically appears on-screen every time that person begins a turn.

BUYING AND AUCTIONING PROPERTY... Whenever a player lands on an unowned property, he may buy it from the Bank at its displayed price. If he does not want it, it will be auctioned, and the computerized Banker will sell it to the highest bidder.

PAYING RENT... When a player lands on property owned by another player, the owner "collects" rent from him in accordance with the information displayed on its Title Deed card. The computer handles the whole transaction.

If the property is mortgaged, no rent can be collected.

It is an advantage to hold all Title Deeds in a color group because the owner may then charge double rent for unimproved properties in that group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues). This rule applies to unmortgaged properties even if another property in that color group is mortgaged.

It is an even greater advantage to have houses or hotels on properties because rents are much higher than for unimproved properties.

CHANCE and COMMUNITY CHEST... When a player lands on either of these spaces the computer gives instructions to follow — and automatically makes the appropriate move or handles any monetary transaction. Hit A to proceed.

The "Get Out of Jail Free" card is held in a player's "account" — and will show on his assets screen — until needed. To use it, press Select; see page 18. After being used, it is "returned" to the "pack."

INCOME TAX... When a player lands on "Income Tax" he has two options: he may estimate his tax at $200 and pay the Bank, or he may pay 10% of his total worth to the Bank. His total worth is all his cash on hand, printed prices of mortgaged and un-mortgaged properties, and the cost price of all buildings he owns.

The player must decide which option he will take *before* he adds up his total worth.

JAIL... A player lands in Jail when...

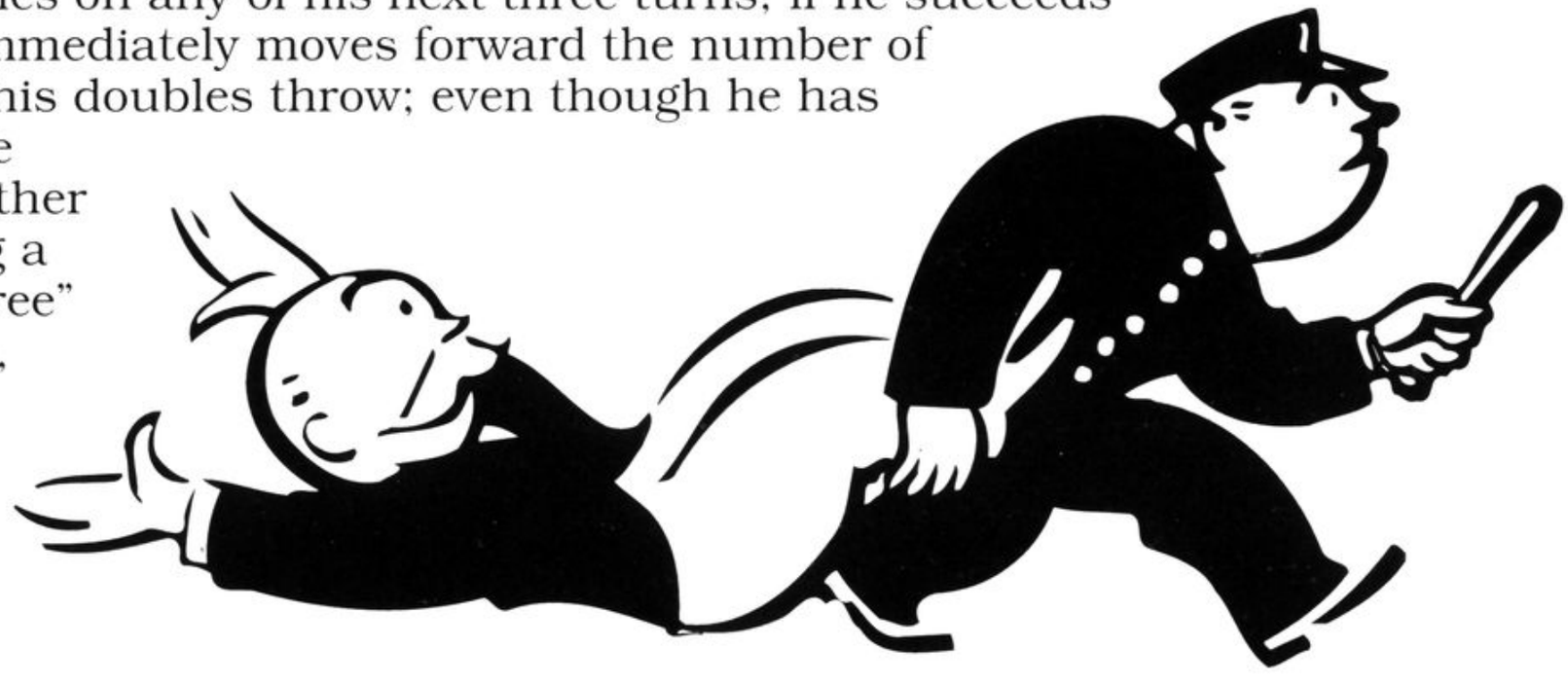
(1) his token lands on the space marked "GO TO JAIL," OR **(2)** he is allocated a card marked "GO TO JAIL," OR **(3)** he throws doubles three times in succession.

When a player is sent to Jail he cannot collect $200 salary on that move since, regardless of where his token is on the board, he must go directly to Jail. A player's turn ends when he is sent to Jail.

If a player is not sent to Jail but in the ordinary course of play lands on that space, he is "Just Visiting," incurs no penalty, and moves ahead in the usual manner on his next turn.

A player gets out of Jail by...

(1) throwing doubles on any of his next three turns; if he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw; even though he has thrown doubles he does not take another turn, OR **(2)** using a "Get Out of Jail Free" card if he has one, OR **(3)** paying a fine of $50 before he throws the dice on either of his next two turns.



If the player does not throw doubles by his third turn he *must pay* the $50 fine. He then gets out of Jail and immediately moves forward the number of spaces shown by his throw.

Even though he is in Jail, a player may buy or sell property, buy or sell houses and collect rents.

FREE PARKING... A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES... When a player owns all the properties in a color group, he may buy houses from the Bank and erect them evenly on those properties.

If he buys one house, he may put it on any one property. The next house he buys must be erected on one of the unimproved properties of this or any other complete color group he may own.

The price he pays the Bank for each house is shown on his Title Deed card for the property on which he erects the house.

The owner can still collect double rent from an opponent who lands on the unimproved properties of his complete color group.

A player may buy and erect at any time as many houses as his judgement and finances will allow. *But he must build evenly*, i.e., he cannot erect more than one house on any one property of any color group until he has built one house on every property of that group. He may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, he cannot build three houses on one property if he has only one house on another property of that group.

As a player builds evenly, he must also break down evenly if he sells houses back to the Bank (see "Selling Property," page 29).

HOTELS... When a player has four houses on each property of a complete color group, he may buy a hotel from the Bank and erect it on any property of that color group. The four houses from that property are returned to the Bank, and he pays the price for the hotel as shown on the screen. Only one hotel may be erected on any one property.

BUILDING SHORTAGE...When the Bank has no more houses to sell, players wishing to build must wait for some player to turn back or sell houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold by auction (see page 13) to the highest bidder. Hotels take priority over houses when bought or auctioned.

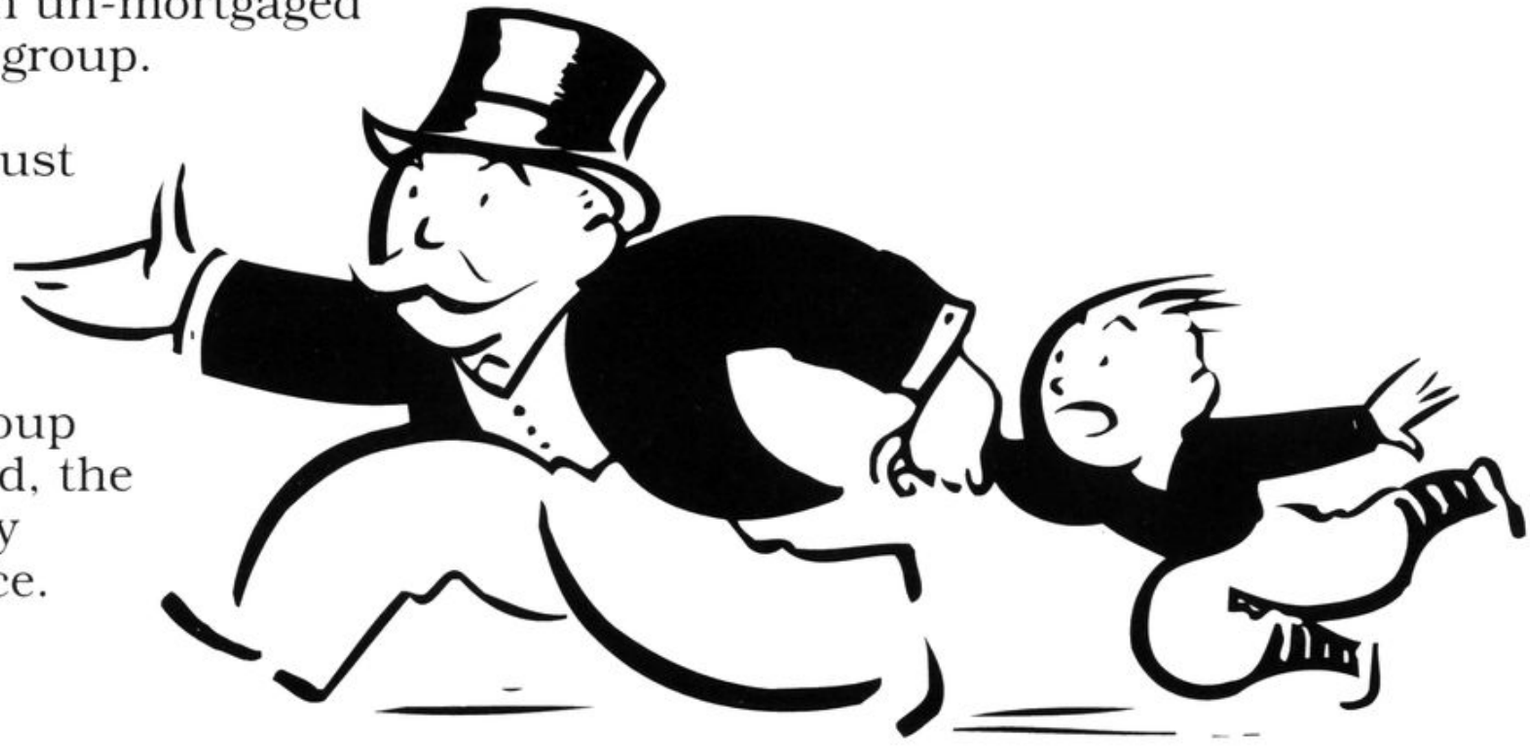
SELLING PROPERTY... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color group.

Houses and hotels may be sold back to the Bank at any time for *one half* the price paid for them.

All houses on one color group may be sold one by one, evenly, in reverse of the manner in which they were erected. All hotels on one color group may be sold at once. Or they may be sold one *house* at a time (one hotel equals five houses) evenly, in the reverse of the manner in which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on *all* the properties of its color group must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on the mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage *plus* 10% interest. When all the properties of a color group are no longer mortgaged, the owner may begin to buy back houses at full price.



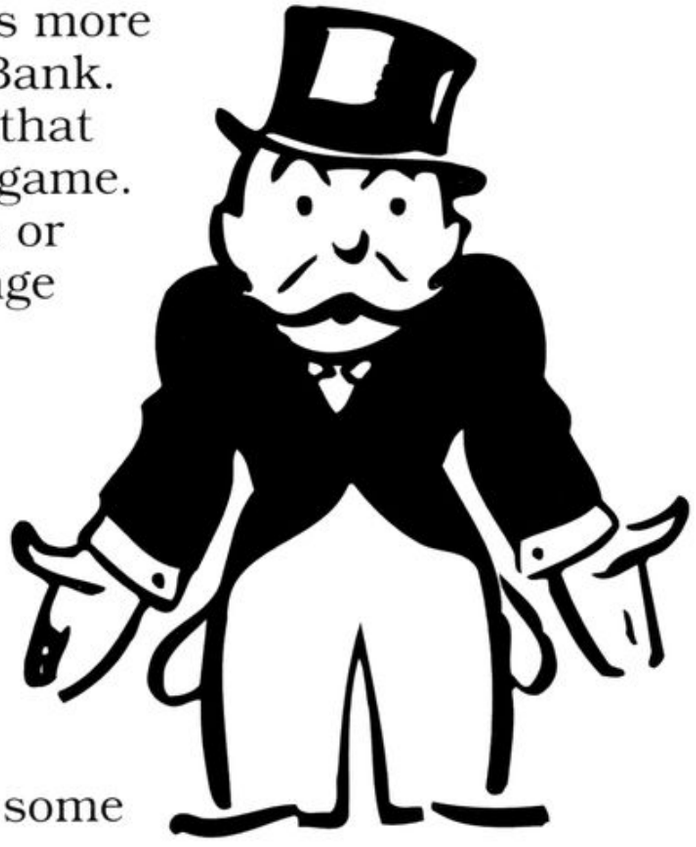
The player who mortgages property retains possession of it, and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once, if he wishes, by paying off the mortgage plus 10% interest to the Bank. If he does not lift the mortgage at once, he must pay the Bank 10% interest when he buys the property, and if he lifts the mortgage later he must pay an *additional* 10% interest as well as the amount of the mortgage to the Bank.

BANKRUPTCY... A player is bankrupt when he owes more than he can pay either to another player or to the Bank.

If his debt is to another player, he turns over to that player all that he has of value and retires from the game. In the making of this settlement, if he owns houses or hotels, he must return these to the Bank in exchange for one half the amount of money paid for them.

This cash is given to the creditor. If he has mortgaged property he also turns this property over to his creditor, but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. It is possible for the player collecting the debt to go bankrupt if the 10% cannot be paid.

After the new owner does this, he may, at his option, pay the principal or hold the property until some later turn, at which time he may lift the mortgage.



Should a player owe the Bank, instead of another player, more than he can pay (because of taxes or penalties) even by selling his buildings and mortgaging property, he must turn over all his assets to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game.

The last player left in the game wins.

MISCELLANEOUS... Money can only be loaned to a player by the Bank, and then only by mortgaging property.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

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We will be happy to answer your questions or comments about the MONOPOLY™ video game.
Write to: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.
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